

## MAKING HOPSCOTCH GAME TO LEARN VOCABULARY FOR ELEMENTARY SCHOOL STUDENTS

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**Abstract:** *English is the global lesson studied in every single of education system nowadays. In fact, it is quite difficult to learn for the Indonesian people, especially for Elementary school students. One of the ways to improve their desire to learn is to combine educational elements into the game itself. This final project comes to answer that learning problem of children or elementary students by creating the alternative game. The research question was "Is there a Hopscotch Game to learn vocabulary for Elementary School Students. The purpose of the study was to make a Hopscotch Game to learn vocabulary for Elementary School Students. The method used in this study was descriptive research. It explained the problems qualitatively to uncover solutions. The result of this study was a game which was developed from traditional games namely Hopscotch game. Application of English element in this game is the manufacturing of cards which contains some vocabulary and picture that represents the vocabulary. Therefore, surely it is easy for students to remember and to increase the number of their English vocabulary. On the other hand, they are challenged to complete all leaps in Hopscotch game while memorizing all the vocabulary that is given when they are going to jump. Then, when students make a mistake, they will get punishment which also helps to improve their vocabulary. In conclusion, maintaining the existence of traditional games and helping children to improve English vocabulary is a unique combination that is expected can be successful for students' learning.*

**Keywords:** *Hopscotch game, Vocabulary, Elementary school students*

### INTRODUCTION

In this globalization era, English language brings important role in increasing of human resources. It is generally used in various aspects, such as

social, economy and business, information and technology, etcetera. From the fact, a person who has good skills in English will be able to communicate well with people from

other countries and compete in international world. In Indonesia, English as a foreign language absolutely brings little bit difficulty for students to learn and master it. Indonesian people need time to learn English because it is not their native language. However, the problem still can be solved. Every person still has time to learn it especially for student.

Mastery of vocabulary is the important thing that must be mastered by students in learning English, where it is impossible for students to read, write, listen and speak English or other languages without having sufficient knowledge of vocabulary. Learning new vocabulary does not only remember word forms but also to understand the meaning of it.

According to Juhendi (2011: 4), "Vocabulary is a vital aspect in language, because it appears in every skill of language including listening, speaking, reading and writing skills. Many people realize that their vocabulary is limited so that they have difficulties in expressing their idea". Vocabulary is a major aspect in English. Because of that, if a student is weak in vocabulary, they cannot

communicate things and ideas clearly. Lack of vocabulary of students is influenced by several factors, such as the less of reading because there is no interest in reading. Therefore, to increase the vocabulary of students teachers have to use appropriate and attractive media.

Based on research, there are various ways in learning English that will help the students understand it. One of the most popular and effective ways is by using games. Game has been proven as an effective way because it does not only improve students' skill, but also decrease stress during learning process (Susiana and Riana: 2009). Furthermore, there are many types of games that can be used as learning media, either electronic or conventional. Traditional games also the part in conventional games world. However, nowadays, the traditional games have been rarely to be played. Whereas it contains education and social values that higher than modern games likes online games right now. Even in fact, such of sadness fact that many cases found about student got depression and suicide because loss in played online game. In the other hand, traditional game which gives physic activity, strategy

setting, team work and emotional question precisely have been left nowadays.

From those aspects, the traditional games can be used as a modul of educating, training, out bond and recreation function for student. Traditional game that writer means is the innovation game from “hopscotch” as one of traditional games in Indonesia. This game brings many advantages for many people, especially for student. They need fun medium in way of learning english, so that writer has given the idea from “hopscotch” innovation as their medium. Hopefully this innovation will bring new thing in learning English for many student.

Based on the previous explanation, the writer is interested in making of Hopscotch like Game for Elementary School Students.

## REVIEW OF LITERATURE

### Related Study

There are several related studies taken from different sources during working in this study. First is a research from Rahayuningsih, (2013) entitled “*Improving Student's Vocabulary Mastery through Talking Stick Method for the Second Grade Students of SMPN*

*3 SALATIGA in the Academic Year of 2012 /2013*”. The purpose of the study is to know the significant improvement of student's vocabulary mastery through *talking stick* method for the second grade students of SMPN 3 SALATIGA. This research is a kind of cooperative learning in order to make the students participate, develop their confidence and be more active in the learning process.

Second is a research from Ikmala, (2012) entitled “*Upaya Peningkatan Penguasaan Kosakata Bahasa Inggris Anak Melalui Media Kartu Gambar (Flash Card) Pada Kelompok B di RA Barokah Klodran Karanganyar Tahun Pelajaran 2011/2012*”. The purpose of the study is to know the effect from flash card to vocabulary improvement of the students. This medium gives new thing in mastery of English vocabulary for children. The percentage of improving previously is 49,44%, first cycle becomes 61,94%, second cycle is 77,22%, and third cycle is 86,94%.

Third is a research from Eka Zuliana, (2014) entitled “*Modifikasi Bidang Permainan Engklek Kapal Terbang Sebagai Konteks*

*Pembelajaran Matematika* SD  
*Materi Jaring – Jaring Kubus*”. The purpose of this study is to show utilization of local working teaching that could make learning process more meaningful as well as a form of preservation of the potential benefits of local area.

References above are not really close to the thing here. Because from the fact, there is still none of people use the *Hopscotch* game as a medium to improve English vocabulary so that it is difficult to find theory related to this project.

### Game

Salen and Zimmerman (2008:1) say that game is a system with players who engage in artificial conflict called rules. A game results a quantifiable outcome. In line with that, Cambridge (2008) defines game as an entertaining activity or sport, especially one played by student or the equipment needed for such an activity. Furthermore, Collins (2003) in *thefreedictionary.com* (2015) states that game is a contest with rules, the result being determined by skill, strength, or chance.

From the explanations above, it can be concluded that game is an activity

arranged in certain system. It has certain rules which followed by player to finish it. However, game is always related to fun and entertaining activity.

Ludwig and Swan (2007:1) say that game is fun and fun is motivating. It motivates people to do it repeatedly. People who love challenge are always happy to do challenging and risky tasks in the context of game. They will play it in every chance and try hard to solve a task in the game. That is why many people love kinds of games.

Game is not only fun, but also has several positive effects for the players. For example, game can increase the physic skill of student. A group game can also teach student how to work in team and train their leadership skill. Besides, self-management skill of a player can be improved by playing certain game. In addition, game is widely used as learning media at schools to help the students understand a lesson well. Therefore, it is clear that game has many advantages for the players.

### Vocabulary

Vocabulary is the total number of words in a language (Hornby, 1995; 1331). Vocabulary is an important part to

mastery English well. According to Pigeat's theory, a child at the age of 7 – 10 years is always interesting in recognizing and knowing new words, he stands to repeat new words repeatedly so that he will memorize them.

Mastering of vocabulary is necessary for language students (English learner), because the vocabulary is an important element in a language. According to Richard (2002), vocabulary is the main component in mastering the language because it can equip a person to be able to speak, listen, read and write. Similarly, the opinion Eryand (2000) which states that "Vocabulary is central to a language and of critical important to the typical language learner". Therefore, if a student wants to master the English language, then they must master English vocabulary firstly.

## METHODOLOGY OF STUDY

The method used in this study was descriptive research. It explained the problem qualitatively to uncover solutions.

### Equipment

The processes of designing game using several equipment such as hardware Personal Computer and

software *Photoshop*, *CorelDraw*, and *Paint*.

### Materials

The materials used for the products are game area, vocabulary cards and marker.

### Procedure of Making the Product

#### 1. Product Design

a. The Procedure of Designing Hopscotch Game area.

The details of the game area are:

Length: 250 cm

Width: 100 cm

In designing the Hopscotch game area, CorelDraw software was used. The first step, background was drawn with setting the size and the shape were drawn and given the color such as a half of circle and square. Next process, several plots on the game area was made. All square shape have same size. Furthermore, the shape was drawn like showed on picture below.



**Figure 3.2. Making the Plots Shape of Game Area**

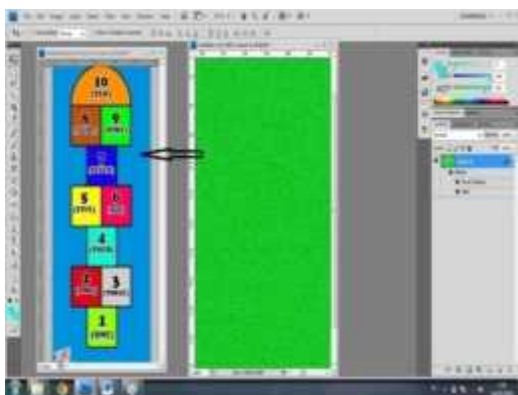
The next process, the plots were colored and written some words on it. The colors used were combination of several kinds of color liked shown below.



**Figure 3.3. The Result of Coloring the Plots.**

Background transformation with leave effect on the game area was given in order to show fresh view.

After all the processes done, the final form of the game area was ready as shown below. The last step, the result was saved.



**Figure 3.4. The Perfect Model of Hopscotch Game Area Design**

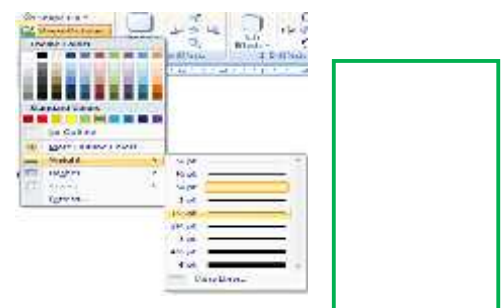
b. The procedure of designing the vocabulary cards

The details of the card game were:

Length: 7 cm

Width: 5 cm

1. The first step, shape or line that needed was made by using shapes option menu in Microsoft word.
2. Then, rectangle shape was chosen likes card shape commonly, and for the outline was given a green color.



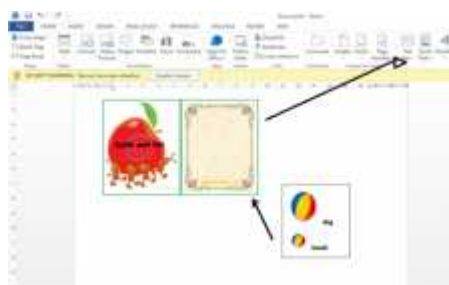
3. Third step, the picture or background was imported that would be used later on the card.



**Figure 3.5. The Processes of Creating a Card**

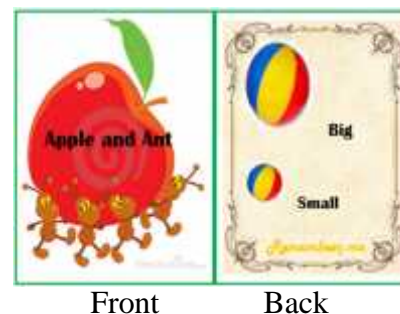
4. After the picture had imported, then it was placed on the shape that had made previously.

5. Next step, the back side of the card was made. For the backside frame, it was designed with adding some vocabulary which is appropriate with the represent picture on it.



**Figure 3.6. The Process of Inserting Texts into a Card**

5. After all steps done, the result was shown below.



**Figure 3.7 The Perfect Model of Remember Me Card Design.**



**Figure 3.8 The Perfect Model of BoomCard Design**

c. The procedure of designing the markers

The marker was made from wood material which it is the ideal material in keeping safe for children. The marker was made in circle shape by helping of carpenter. After that, the marker was given color and image. There are four names of markers such as Super, Great, Smart and Cool. They have size about 4.5 cm (diameters). Students are allowed to choose which marker that they like. The marker design was shown below.



**Figure 3.9. The Perfect Model of The Marker Design.**

## RESULT AND DISCUSSION

There were several processes done in making this game, started from collecting and providing the materials to designing the model of the game. Here the explanation of complete processes as follows:

### Collecting and Providing Materials

This game contained of several vocabularies implemented for elementary students. Therefore, collecting and providing the material of vocabulary were the first things done. The vocabularies for this game were created by referring to several books and dictionaries.

After the processes of collecting and providing the material for the vocabulary collection done, the next thing done was collecting material for the game model. The model of this game was referred to the existing hopscotch game. In addition, it was developed with the vocabulary cards.

### Designing Hopscotch Game Area.

After the data collected, the next process was designing the game medium which called game area. The procedures of making game were started with drawing and coloring the area of game using *CorelDraw*. The process was continued by inserting text, numbers and frames in the game area using *Photoshop*. Then, the last step in the process of making game area was printing it on carpet with plastic material. Those processes took long enough to get the best result. It was because the capability of the application used was not good enough.

### Designing the Vocabulary Card

After the data collected, the next process was designing the vocabulary card. *Microsoft word* and *paint* were used in the process. The processes were started by taking pictures at the internet. The next process were drawing rectangle shape as the main shape of the cards and drawing layout of “Remember me and Boom” using paint application. Then, inserting text and picture into the card design were done using *Microsoft word*. There are 60 cards used for this game



divided into two types likes remember me card and boom card.

### Designing the Marker

The next process was making the marker. It is used to represent player on game area. Firstly, the writer looked for the basic material for marker which from wood material because it is the ideal material in keeping safe for children. Then, the process of making the markers was helped by a carpenter. After that, colors and images were given on it.

### Result of the Study

The result of the study answered the research question “Is there a Hopscotch Game to learn vocabulary for elementary school students? The result was a product which was a Hopscotch Game to learn vocabulary for elementary school students which can be used as a medium to learn English vocabulary of the students. A set of this game contains a Hopscotch game area, vocabulary cards, and the marker that showed progress position of the player.

### Hopscotch Game area

The design of the game area has been given in chapter III. As mentioned above, the model of the board referred to the existing model with little

modification. In addition, the whole model, the colors, and the pictures were self-drawn using several softwares. The game area has ten plots with ten different colors which show of creativity. Furthermore, each of plots had drawn with several numbers and its word. The size of the game area was 250 cm x 110 cm printed on plastic material.



**Figure 4.1 The Perfect Result of Game Area.**

### The Marker

There are four names of markers such as Super, Great, Smart and Cool. Names of them do not give any meaning, it just gives creative design. Here students are allowed to choose which marker that they like.



### Figure 4.2 The Perfect Result of the Marker.

### Vocabulary Cards

The model of each vocabulary cards is discussed in chapter III. The cards were printed on HVS papers and laminated by plastic to make it water resistant. They were made in two different types with different instructions. The details of vocabulary cards were presented in table 4.1

**Table 4.1 Details of Vocabulary Cards**

No	Cards' name	Instruction	Detail per set
1	Remember me	Every single player must memorize the vocabulary on the card before jumping	40 sheets
2	Boom (yellow)	This card contains punishment which Every single player must spell word from the card that they had chosen.	14 sheets
	Boom (red)	This card contains harder punishment than yellow card which Every single player must do some instruction from the card that they had chosen.	6 sheets

The complete details of the cards are explained as follows:

#### 1) Remember me card

This card contains set of vocabularies that must be memorized. Where it served

in English language and explained by the example picture. The card will be given to the player who will take a turn for jumping. The player has to remember the words, then tell it again after finished the jumping. Meanwhile, this card is flexible means that the teacher or someone who became guide of this game later can add other vocabularies.

#### 2) Boom card

This card contains several instructions that must be done by players who make mistake. The Boom card has two kinds, such as Boom card (yellow) and Boom card (red). Yellow card; serve a punishment which players must spell a word on the card. On the other hand, it is a first card that given to player after they made a mistake. If they make a mistake two times, they will get a red card. And for the red Boom card, serve punishment likes dancing, making a sound of something, singing a song, storytelling, mentioning name of fruits and countries. Those punishments are made based on ability of elementary school students. For example, in the card written “dancing”, it means that the player who gets the card has to dance.

### Playing Instructions

These are the steps how to play Hopscotch game modification:

1. The duration of time must be settled by all player before starts the game.
2. The first player is determined by doing *Hompimpa* (doing with minimum of three people by turning the palm of hand and searching the different one of them to take the winner who take turn firstly).
3. Each player must throw the marker to the first plot before starting the game.
4. Take a remember me card and memorize the word on it , then show it to other player as the witness.
5. After the player see the word on card he is allowed to start jump passing the plots and back again to the first position.
6. The player must say to the other player what word that he/she sees on card previously. If he/she can tell rightly, he can continue the jumps.
7. The player who make mistakes like steps the line, wrong in placed the weapon on proper plot, and steps the plots that should be two legs but done by one leg or contrary will get the punishment based instruction on Boom (yellow) card they took. In addition, if they make mistake till two times then they will get Boom (red) card and must doing the instruction on it.
8. The player should not continue the game before they had done the punishment that given previously.
9. The player who will win the game is the player who can pass all of the plots firstly.
10. For the notice, if all of the cards are complete used or the time is done but players are not passed all of the plots yet. Decision of winning player is looked from the player who can pass the plots more many than the others.

### Evaluations

There were several evaluators who evaluate the product; the advisor, the teacher, and the students. The

evaluation from the teachers and the students was done in one time where it was done after English class.

The evaluation has been done for an hour. The first thing was introducing the game and giving instructions to the students. Then, writer looked for four students to play the game. The next thing was playing the game. The first turn of the game was played by the first player and when he has finished their turn, the other player continued the turn. For the note, the player will be changed to other player if he got a mistake and he will be allowed to continue the game if did not got a mistake. The teacher watched her students during the game playing process. And the result of the evaluation was shown below:

#### **Final Project Advisor**

The advisor of this Final Project said this Hopscotch game was good for learning medium of Elementary students. This game was innovative because it was developed from traditional games and using for English learning. It can help students to improve their vocabulary with simple ways. He also said that in making the product should in lower cost.

#### **English Teacher of SDN 54 Bengkalis**

Here the teacher gave opinion that while nowadays traditional games is start gone, this game come as one of ways to keep the traditional games stay exists, especially for the elementary school students. In addition, this game brings simple way for children in learning English and makes them happy. Meanwhile, the teacher did not give any comment about weakness from this Hopscotch game. Then, suggestion given by the teacher was giving idea to maintain other traditional games too and modify them as English learning media such as this Hopscotch game.

#### **Elementary school Students of SDN 54 Bengkalis**

Learning English should be started since people were a child. Here became a reason why the writer had chosen Elementary school students as the target. Specifically, the writer evaluated this game to fourth and fifth grade students. There were twenty five students involved in the evaluation. All the responses given by all students were positive. They said that the game was good, interesting and awesome. They felt

happy in playing it. Several comments of weakness written were size of plots too small for their foot, they felt hard in throwing the marker into game area, felt hard in remembering words on the remember me card and also this game could not be played more than four persons. From those comments above, felt hard in remembering words was one of the focuses to be talked, because the main purpose of this study is to improve vocabulary of elementary school students. From that part actually students are expected can improve their vocabulary by memorizing while playing game. It is one of several techniques in improving vocabulary.

Therefore, for this Hopscotch game writer used memorize technique to improve vocabulary especially for students. For the suggestion, all of students who got evaluation sheet had written same idea by saying the game area should be wider than before and especially for the plots size should be fit with their foot. In whole comments from above, the writer can conclude that comments for this game were positive and satisfied.

## **Problems**

There were several problems faced during the processes of making this game. They were:

### **1. Designing the game**

In designing this game, there were several applications in computer used, such as *Photoshop*, and etcetera. Therefore, there were some difficulties in designing the product because there was no enough knowledge about the application.

### **2. Printing the game area**

The writer expects that game area actually will be printed in comfortable material using special machine for printing carpet normally. In fact, it could not be realized because none of shops wants to process it. As a solution the writer tried to make it by self by modified existing carpet and combine it with a banner that had previously designed in forms of Hopscotch game.

## **CONCLUSION AND SUGGESTION**

### **Conclusion**

English still exists as an important language that should be learned for all people. Every single aspect of life like economic, social and etcetera needs this

English language. Even, in every type of ages hopefully can master it. English learning is not different with other language basically, means that every kind of languages should learn the vocabulary firstly. Vocabulary is basic in every kinds of language because will cannot speak if they do not have vocabulary. This fact brings to an idea that in mastering a language, people must have much vocabulary. Especially for the people who want to learn English language. There are many ways that can be used to improve vocabulary of English. One of them is games. Using games during English learning process can be an effective way especially for elementary school students who still in growing time. Games can make them feeling happy and enjoy while learning English. From much explanation had given idea to make game to improve student's vocabulary. The game made in this thing is Hopscotch game. It is provided to be a helping tool for students in improving vocabulary. The model of game and the basic playing rules are not too different with the existed one which Hopscotch game is a kind of traditional game. However, the game of Hopscotch

here is developed with cards. Which there was no card using card in original game previously so that why this game is developed. The cards in this game contain some vocabulary that must be remembered by student while playing process. In addition, some punishment is given to them who made mistake with purpose to make this game looked creative. Memorize the "Remember me" card before start playing is one of part in this game. It is one of ways to make them can improve their vocabulary. Because this part seems like make them got pressure little bit to improve vocabulary. They must memorize those words to win the game. As a result, this game is expected to be beneficial method for both teacher and students in learning English while improving their vocabulary.

## **Suggestions**

### **Suggestions for Teacher**

This is a great game so that it is suggested to the teacher to use learning media during teaching process. In addition, learning process sometimes should have some creation where it can avoid students to feel bored. Students can be taught with games media and one of

them by playing Hopscotch game. Of course, the learning process will certainly can more become attractive and make students stay spirit to learn English later.

### Suggestions for Students

Hopscotch game is a kind of game that can be used as learning medium for students which it will give them fun and interesting learning experience. Learning while playing is an effective method for students who still in elementary school. By using learning media, the learning process will not only happen in class with teacher, but also can be outside the class where students can learn together with their friends. Students can use Hopscotch game inside or outside the class to learn and improve their vocabulary. They can add more vocabulary cards by themselves. In addition, this game is easy to be played, so that the students can play it by themselves without help from teacher.

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